

<b>Earth Alliance (Third Age) - War</b>				Name / Crew Quality											
<b>Omega Command Destroyer</b>				Speed / Troops											
				7			8			7			8		
<b>Service date</b>	2259+			<b>Hull Damage</b>											
<b>Hull</b>	6			5			10			5			10		
<b>Turns</b>	1/45°			15			20			15			20		
<b>Craft</b>	Starfury Flight (6)			25			30			25			30		
<b>Special</b>	Command +2 Interceptors 5 Jump Engine			35			40			35			40		
				45			50			45			50		
				55			60			55			60		
<b>WEAPON NAME</b>	<b>RANGE</b>	<b>AD</b>	<b>SPECIAL</b>												
<b>Boresight</b>				<b>Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait</b>											
Heavy Laser Cannon	30	8	B/DD/SAP	<b>Crew Casualties</b>											
<b>Forward</b>				5			10			5			10		
Heavy Pulse Cannon	12	14	TL	15			20			15			20		
<b>Port</b>				25			30			25			30		
Medium Pulse Cannon	10	10	TL	35			40			35			40		
Particle Beams	5	6	AF	45			50			45			50		
<b>Starboard</b>				55			60			55			60		
Medium Pulse Cannon	10	10	TL	65			70			65			70		
Particle Beams	5	6	AF	75			80			75			80		
<b>Aft</b>				85			90			85			90		
Heavy Pulse Cannon	12	8	TL	<b>Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2</b>											
<b>Boresight (Aft)</b>				<b>CRITICAL HITS</b>											
Heavy Laser Cannon	30	6	B/DD/SAP	1-2	ENGINE CRITICALS	Dam.	Crew	Effect							
<b>Turret</b>				1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED							
				3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED							
				5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED							
				6	ENGINES DISABLED	+3	+1	0 SPEED, NO SPECIAL ACTIONS							
				3	REACTOR CRITICALS	Dam.	Crew	Effect							
				1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED							
				4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS							
				6	REACTOR EXPLOSION	+3	+4	0 SPEED, NO SPECIAL ACTIONS							
				4	WEAPON CRITICALS	Dam.	Crew	Effect							
				1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD							
				4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE							
				5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC							
				6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE							
				5	CREW CRITICALS	Dam.	Crew	Effect							
				1-2	FIRE	+0	+2	-							
				3-4	MULTIPLE FIRES	+0	+3	-							
				5	LOCALIZED DECOMPRESSION	+1	+3	-							
				6	HULL BREACH	+2	+4	-							
				6	VITAL SYSTEMS CRITICALS	Dam.	Crew	Effect							
				1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS							
				2	ENGINEERING	+4	+3	NO DAMAGE CONTROL							
				3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC							
				4	SECONDARY EXPLOSIONS	+106	+106	-							
				5	REACTOR IMPLOSION	+206	+406	-							
				6	CATASTROPHIC EXPLOSION	406	+206	-							
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>											